

#### FireWire Overview

#### Session 101





#### FireWire Overview



#### **Eric Anderson** Manager, FireWire Software

#### Introduction

- This session will review recent, current, and future developments for FireWire
  - What has changed since 2001?
  - Where are we now?
  - Where is FireWire going in 2002?
- What opportunities exist for FireWire product development?

## What You'll Learn

- FireWire since WWDC 2001
- New services in Mac OS X
- Future work in Mac OS X
- Do's and Don'ts for 2002
- IEEE 1394b
- Developer resources

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#### FireWire Since WWDC 2001

#### FireWire in 100% of Macs

- All Macintosh products have built-in FireWire
- 2 ports on desktops, 1 port on portables
- All provide cable power and 6-pin connector(s)
- •All support S100, S200, and S400



## iPod: 2000 Songs in Your Pocket



Apple's first FireWire peripheralDemonstrates FireWire's strengths

- Cable power (recharge)
- Hot plug (auto synchronize)
- Speed (10x faster than USB)
- Size (imagine a SCSI version!)

## iPhoto: FireWire Still Cameras



#### • iPhoto is not just for USB



#### Nikon D1 series



## Why FireWire Still Cameras?

- A USB 2.0 camera could be fast
- But USB's installed base is mostly USB 1.1
- Even a fast USB 2.0 camera will be slow for most customers
- FireWire's installed base is nearly all fast S400
- A fast FireWire camera is fast for all customers
- Much more power on FireWire than USB

## Zayante

- Welcome Michael Johas Teener, Prashant Kanhere, and many talented engineers
- Big boost to Apple, and our developers



• Awarded to Apple's FireWire by the Academy of Television Arts and Sciences



#### FireWire New Services in Mac OS X

#### SCSITask User Client

- Last year, FireWire SCSI architecture (SAM) devices required an SBP-2 driver
- Now, most SAM devices can use the SCSITask User Client from application space



## AVC User Client

- Application-level services for audio/video devices
- Function Control Protocol (FCP)
- Many command sets (1394 Trade Association)





#### DV in Darwin

- DV capture, export, and control were undocumented and secret for many years
- DV driver now in Darwin: IOFireWireDV

#### More New Resources

- Expanded HeaderDoc for FireWire—in SDK
- FireWire User Client Guide

"Working With FireWire Device Interfaces" developer.apple.com/techpubs/macosx/Darwin/IOKit/iokit.html

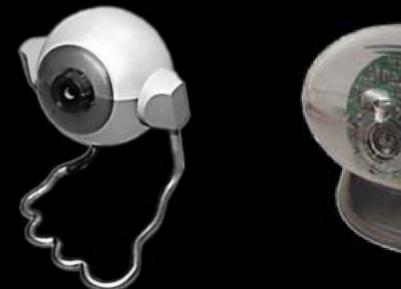
- More SDKs (12 for Mac OS X so far)
- CPU Developer Notes for each Macintosh
  - Architecture, power ratings, etc.



#### FireWire Future Work in Mac OS X

# IIDC Driver in Jaguar

#### • IIDC ("DCAM") camera support in QuickTime







# AVC User Client in Jaguar

- •Asynchronous Connections service layer
  - Used in Canon DV cameras, other protocols
- Subunit enumeration
- AVC Target support
  - Receive AVC commands
- DV driver moves to User space
  - Uses AVC User Client and isochronous services in the FireWire User client

# After Jaguar: IP1394

- Internet Protocol (IP) was not designed for 1394
  - Enables use of many established services
  - But is not the best performance choice
- IP is better for management than data on 1394
- IP may be more convenient
  - Compare to Target Disk Mode
- Developer input needed to drive schedule

## After Jaguar: SBP-3

- Serial Bus Protocol (SBP) is used in disk drives, CD, DVD, Scanners, Printers, Still Cameras, etc.
  - Current revision is SBP-2
- SBP-3 adds new services
  - Fast Start: Significant performance boost
  - 1394.1: More devices; Better bus resets
  - Isochronous services



#### FireWire Dos and Don'ts (2002)

#### Do-Innovate

- Innovate on features, performance, synergy
  - Find new ways to use FireWire
  - Make products faster than before
  - Make products work together
- But don't find innovative ways to deviate from the IEEE standards
  - Participate in the standards process instead

#### Do—Test With Bus Resets

- Bus Resets happen—they are not errors
  - Device connected, removed, powered on/off, or changed state
- Follow the standards and Bus Resets won't hurt
  - Standards define how to continue operation
- Test your devices and software with bus resets
  - Tool to be added to SDK (after SDK 12)

## Do-Operate on Cable Power

- Apple products provide lots of FireWire power
  - You should make use of it
- iPod demonstrates the potential
  - FireWire is iPod's only power connection!
  - USB is limited to 2.5 (or 0.5) Watts per device
  - Apple FireWire ports provide 6 to 15 Watts

# Do-Attend 1394 TA Plugfests

- The 1394 Trade Association is now rolling out a new Compliance program centered on Plugfests
  - Test with engineers from many 1394 vendors
  - Standard test suites being deployed
  - Now open to non-member companies

### Do-Attend 1394 TA DevCon



- June 25–27 at Microsoft
- Hardware design, drivers (Windows and Mac), new and future standards, content protection, automotive, Knowledgetek, and more
- "Ask the Experts" with Apple and Microsoft



## Don't—Use the 4-pin Connector



- No power
- Awkward
- Fragile

## Don't-Design From Datasheets

- Vendor datasheets are not a substitute for the 1394 standards!
- 1394 is a sophisticated, powerful interface
- Read and follow the 1394 standards when designing your product

## Don't—Ask for Workarounds

- Most 1394 developers are great about this
  - Much better than other interconnects
- Occasionally we are asked to write software workarounds for someone else's mistake
- Our answer: No

# Don't-Think USB 2.0 Is Equal

- USB 2.0 High Speed is similar to S400 FireWire
- But OS support is limited
- USB 2.0 power is still just 2.5 (or 0.5) Watts
- USB's installed base is not an asset
  - Most customers have USB 1.1 ports and will be dissatisfied with the performance of High Speed USB 2.0 devices
  - Avoid this negative customer experience

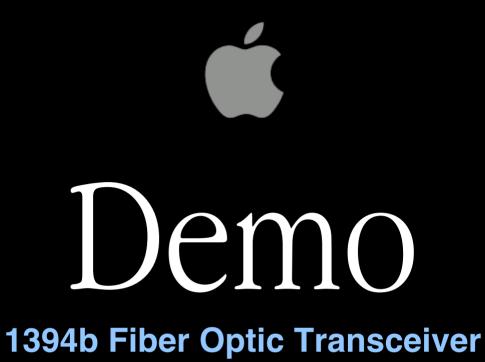


#### FireWire IEEE 1394b

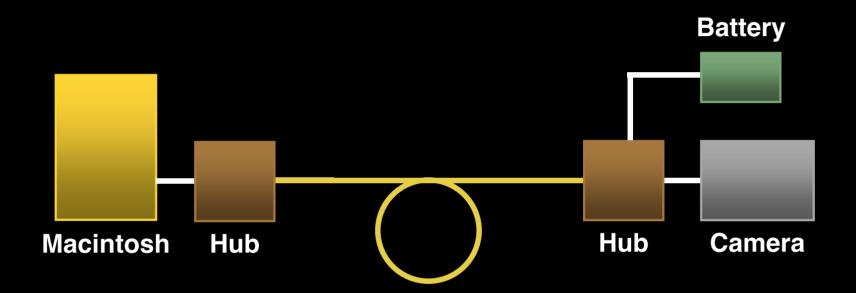
Michael Johas Teener Plumbing Architect

#### IEEE 1394b

- Defines higher speeds: 800 and 1600 mbps
- Defines longer distances: up to 100m
  - Even longer distances appear to be possible
- Defines new media: UTP, POF, GOF
  - Still supports short-haul copper
- Fully compatible and interoperable with 1394a



## 1394b Fiber Optic Demo





## 1394b Arbitration

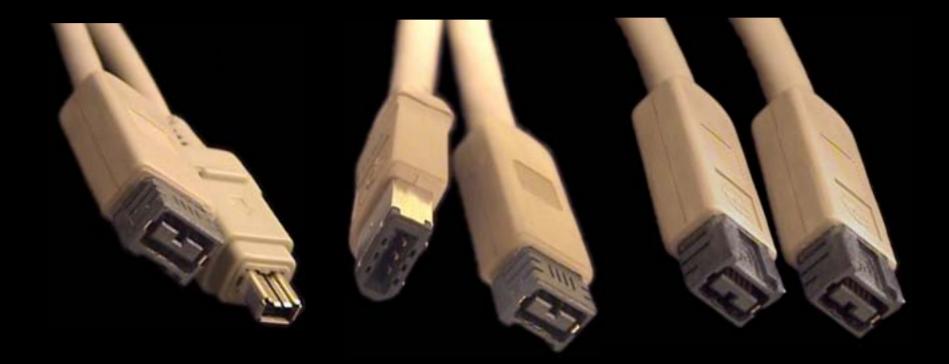
- 1394b "BOSS" arbitration is more efficient than 1394a and 1394-1995
  - 1394b at S800 is more than twice as fast as 1394a at S400
  - How?
    - Arbitrate during previous packet
    - No more "gaps" of idle time
    - >97% of bandwidth for data (4K writes at S800)

### 1394b—A New Connector

- Today's 1394 cables cannot carry 800+ mbps
- A new connector guarantees the use of new, higher-grade cables



#### 1394b—Three New Cables



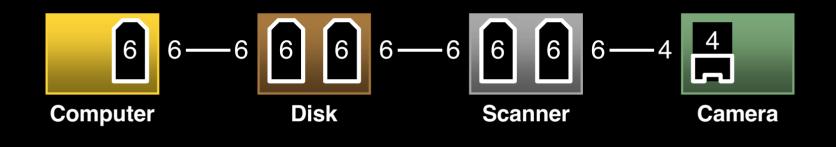
9-to-4

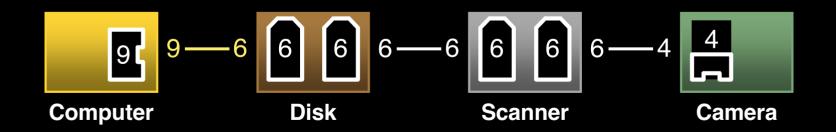
9-to-6

9-to-9

### 1394b—One New Cable

• Customer may need only one new 1394b cable





## Using 1394b in Products

- 1394b is a "package deal"
  - New connector (9-pin) = New PHY (1394b)
  - New PHY (1394b) = New connector (9-pin)
- Do not mix 1394a PHY and 1394b connector
- Do not mix 1394b PHY and 1394a connector

# 1394b Standard Update

• 1394b passed final ballot

- January 25, 2002
- Final draft revision was 1.33
- 1394b approved by IEEE for publication process
  - March 21, 2002

# 1394b Product Opportunities

- PCI cards for older Macs: 800 or 1600 mbps
- Hubs for long-haul: UTP, Optical Fiber
  - These work on 1394a Macs too
- Cables: 4–9, 6–9, 9–9, and long-haul
- Storage: ATA drives need 800 mbps already
- Isolation and distance enable pro-type products
- Innovate!



#### FireWire Developer Resources

# Plugfest—Thursday!

- During Apple Campus Bash
- "Garage" room (above cafeteria)
- Test your FireWire devices
- Meet FireWire engineers
- Meet other FireWire developers

# Plugfests—1394 Trade Assoc.

- Meet a much broader range of developers
- One-on-one testing for 2–3 days, plus "melee"
  - August 5–7 2002, Bellevue WA
  - October 2002, Taiwan
  - February 2003, USA West Coast?
  - April 2003, Tokyo?

# Compliance Logo—1394 TA

- The 1394 Trade Association has licensed a Compliance Logo
  - Show customers your product has been tested
  - Obtain it from the 1394 TA
- Quantum Parametrics
  - Vendor to 1394 TA for compliance test suites

FireWire	

#### FireWire Kitchens

- A kitchen is 3–4 days with FireWire engineers and developers
  - Tutorials on latest FireWire services
  - Hands-on development and debug
  - Related presentations (e.g., PIMA/PTP)
- Cupertino and Tokyo, 2–3 times each year

# Software Development Kits

- 12 FireWire SDKs for Mac OS X as of April 2002
- Latest FireWire drivers
- Sample code
- Documentation
- Source code
- Tools



<b>111 Accessing SCSI and ATA Devices in Mac OS X</b> Including the SCSITask User Client	Civic Wed., 5:00pm
<b>115 FireWire in Depth</b>	Civic
Writing FireWire drivers and applications	<b>Thurs., 3:30pm</b>
<b>FireWire and USB Plugfest</b>	"Garage" Room
Test your devices during the Apple Bash	<b>Thurs., 7:00pm</b>
<b>FF009 FireWire and USB</b> <b>Feedback Forum</b> Tell us what to do next	Room J1 <b>Fri., 9:00am</b>

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## More Roadmap

**811 Zero Configuration Networking** TCP/IP without manual configuration

Room J Thurs., 2:00pm

**008 DiscRecording APIs** Burning topics

Hall 2 **Thurs., 2:00pm** 

### Who to Contact

#### **Guillermo Ortiz**

Apple Developer Relations, Technology Management firewire@apple.com

#### Public FireWire Developers mailing list

To subscribe, visit: http://lists.apple.com

#### **Public Mass Storage Developers mailing list** To subscribe, write "subscribe x mass storage" to: requests@sam.apple.com

http://developer.apple.com/wwdc2002/urls.html

### For More Information

- FireWire SDKs developer.apple.com/hardware/FireWire/index.html
- "Working With FireWire Device Interfaces" developer.apple.com/techpubs/macosx/Darwin/IOKit/iokit.html
- 1394 Trade Association www.1394ta.org





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